# AN3316
# Application note

## SPC560B power and mode management

## Introduction

This application note is intended for system designers who require a hardware implementation overview of the low-power modes of the SPC560B product family. It shows how to use the SPC560B product family in these modes and describes how to take power consumption measurements. Example firmware is provided with this application note for implementing and measuring the consumption and wake-up time of the different SPC560B family's functioning modes.

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# 1 Power consumption factors

## 1.1 Overview

As SPC560B is a CMOS digital logic device, total power consumption is:

$P_{TOTAL} = P_{DYNAMIC} + P_{STATIC}$

Where:

- $P_{DYNAMIC}$ is the dynamic power contribution that depends on the supply voltage and the clock frequency through following formula:

  $P_{DYNAMIC} = \alpha \cdot CV^2f$

  with:

  – C is the CMOS load capacitance
  – V is the 5 V supply voltage
  – f is the clock frequency

- $P_{STATIC}$ is the static power contribution that depends mainly on the transistor polarization and leakage as in the following formula:

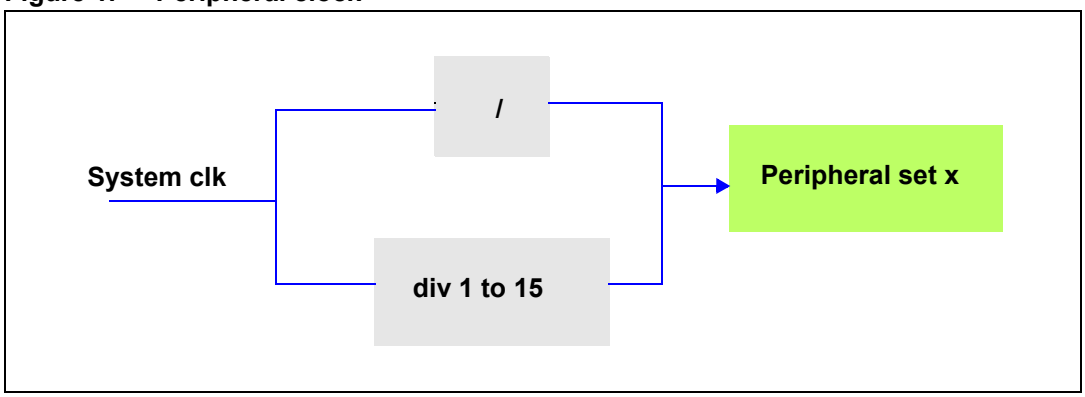
  $P_{STATIC} = I_{STATIC}V$

So to minimize total power consumption, it is needed to minimize each dynamic/static contribution which strongly depends on clock frequency and the clock structure implemented.

## 1.2 Dynamic power reduction

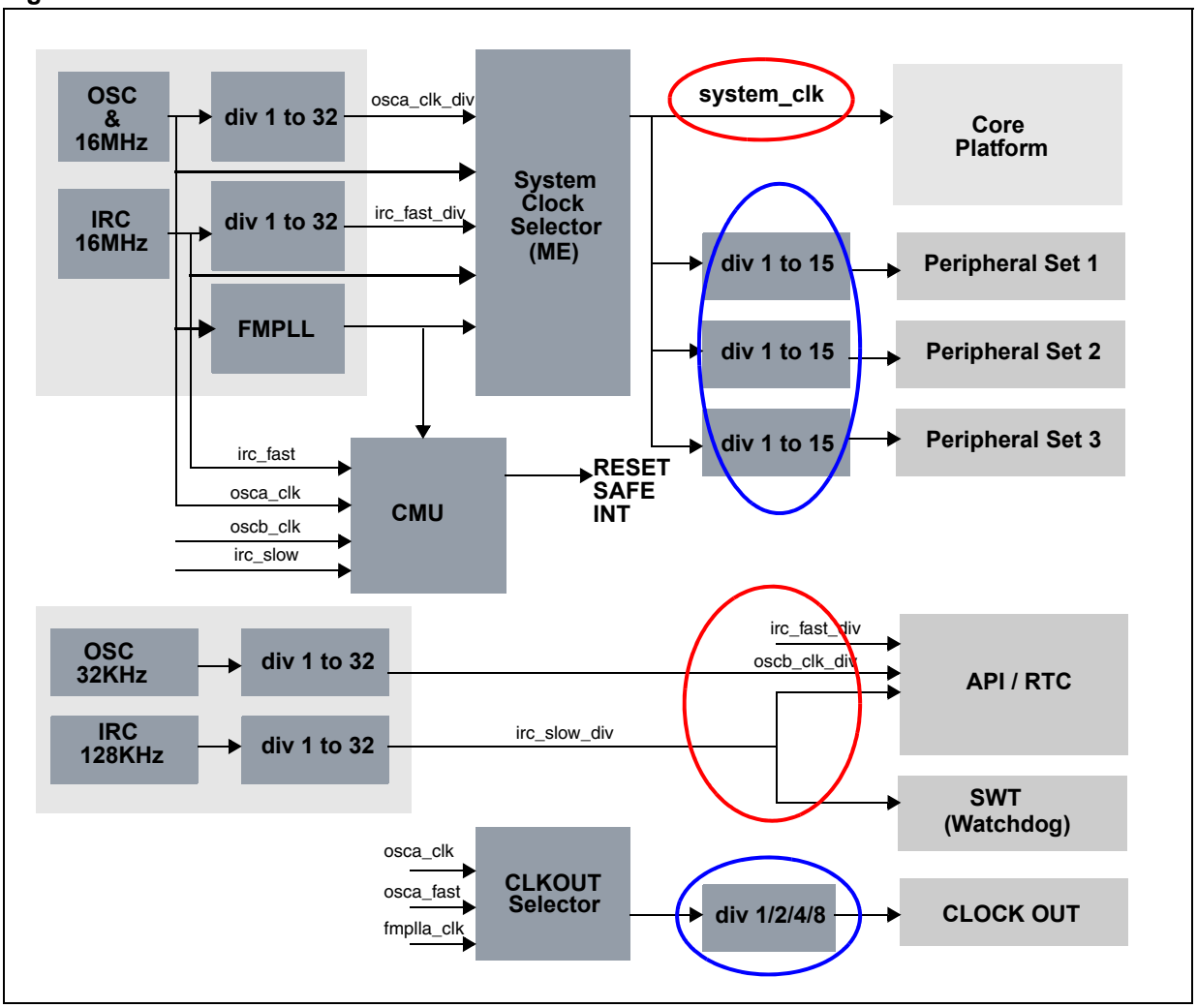
SPC560B adopts a very smart clock tree architecture in which all the clock sources are not directly routed to peripherals. In fact, a peripheral bus block is located in the middle to divide or disable all the clocks connected to the peripherals to save power consumption.

**Figure 1. Peripheral clock**




So, looking at the global clock tree architecture:

**Figure 2. Global clock tree architecture**




It is possible to decrease power consumption through following features:

- Reduced number of directly clocked lines (see red circle on *Figure 2*)
- Reduced local clock rates through peripheral bus division (see blue circle on *Figure 2*)

ModeEntry Module is also structured to help reduce dynamic power consumption as:

- Allows to clock-gate each peripheral independently. So, power saving can be achieved by clock-gating peripherals not used in the application.
- Allows to switch-off the CPU which is the most power-hungry part in the device. For example, while waiting for an ADC conversion to complete.

## 1.3 Static power reduction

The two main system/market constraints that influenced SPC560B definition:

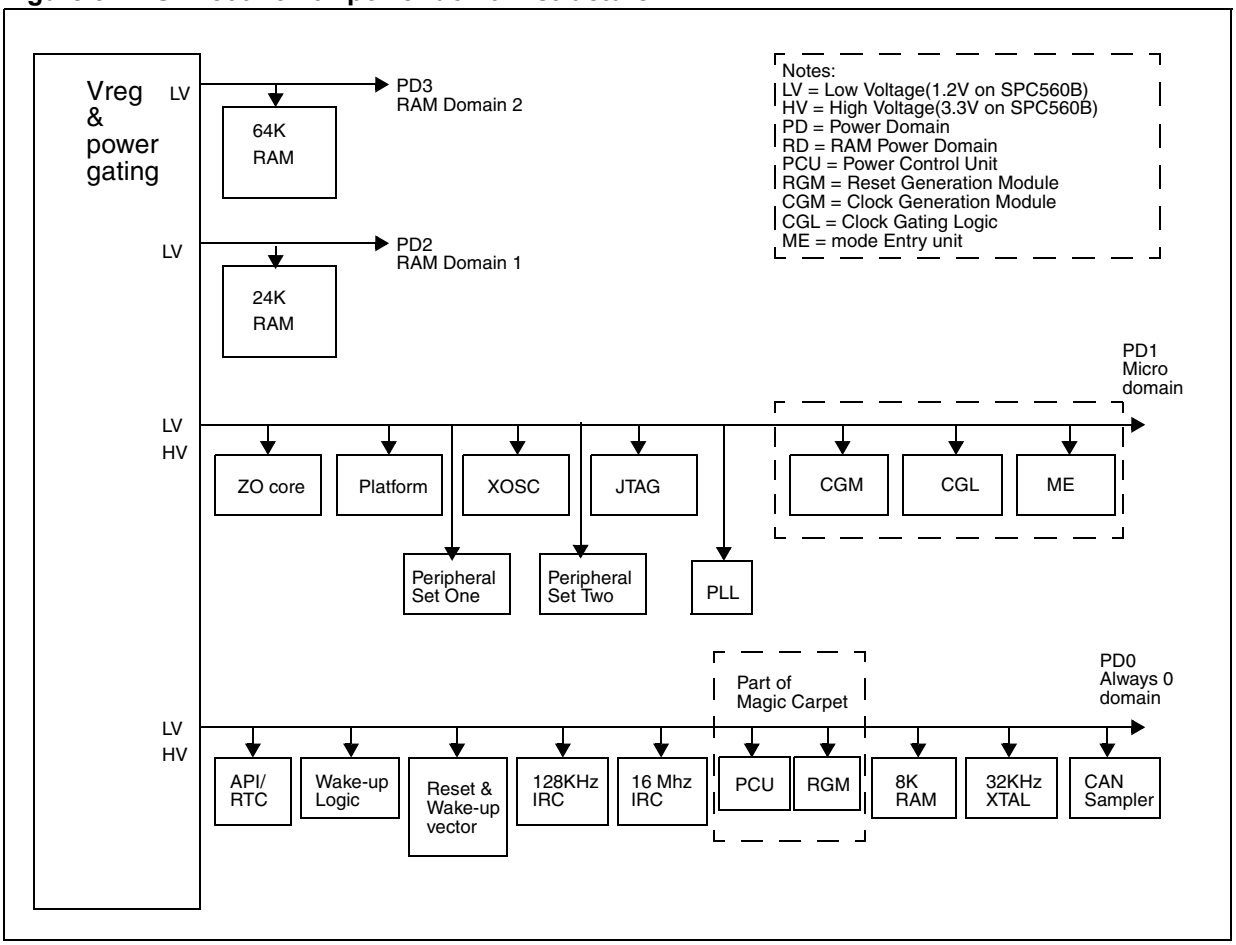
- Request for more performance/integration and cost reductions leading to the usage of more and more advanced and small technologies
- Carmakers' constraints to maintain functions even when the car is switched off with a max consumption of 100µA to 1mA for the overall ECU and depending on its type, BCM, door module etc.

In order to match these two constraints, ST developed the SPC560B with following features:

- Adopting 90nm technology to meet integration/costs but with using a low leakage technology (Leakage minimization)
- Subdividing device into following different PD0, PD1, PD2, PD3 power domains to meet LP function/consumption (Power Segmentation)

These domains are individually disconnected from Power and so eliminates the leakage from the areas they are turned off.

**Figure 3. SPC560B54/6x power domain structure**



Notice that Power Domains shown on Figure 3 are related to SPC560B54/6x, where:

- Power Domain PD0:
  - always on
  - wakeup peripheries like the CAN sampler, the RTC, API, etc.
  - minimum RAM segment (8 K)
- Power Domain PD1:
  - contains all cores and the majority of peripherals
  - can be turned off in STOP or STANDBY modes
  - must be turned on in RUN modes (although there is a clock gating option for all peripherals and also a WAIT instruction for the cores to reduce power)
- Power Domain PD2:
  - additional RAM segment (24 K)
- Power Domain PD3:
  - additional RAM segment (64 K)
  - not supplied in standby mode, but implemented to use it in other LP-modes to reduce leakage

On the other hand, to minimize static power contribution on application side, user should

- Turn-off CPU when possible, using the following autonomous "smart" peripherals:
  - API — Autonomous Periodic Interrupt that allows device to recover from very low power state at selected time intervals
  - RTC — Real Time Clock that offers precision time keeping functionality in very low power state
  - ADC — Analog Digital Converter  with continuous conversion while running in low power and triggering wake-up when signal reaches certain level
  - DMA — Direct Memory Access that allows data transfer between peripherals minimising CPU activity
  - SCI — Intelligent LIN management that minimizes CPU interrupts and CPU clock

# 2 Device modes

Mode Entry Module is a smart module implemented in SPC560B that intends at saving total device consumption. In fact it allows to manage different level of low-power modes that can reach, at minimum, few µA.

## 2.1 Modes overview

Mode Entry (MC_ME) is a SPC560B module that allows the user to centralize the control of all device modes and related modules/parameters within a unique module. In this way, it simplifies the implementation of mode management and thus increases its robustness.

The MC_ME is based on several device modes corresponding to different usage models of the device. Each mode is configurable and can define a policy for energy and processing power management to fit particular system requirements. An application can easily switch from one mode to another depending on the current needs of the system.

SPC560B modes can be subdivided in the following groups:

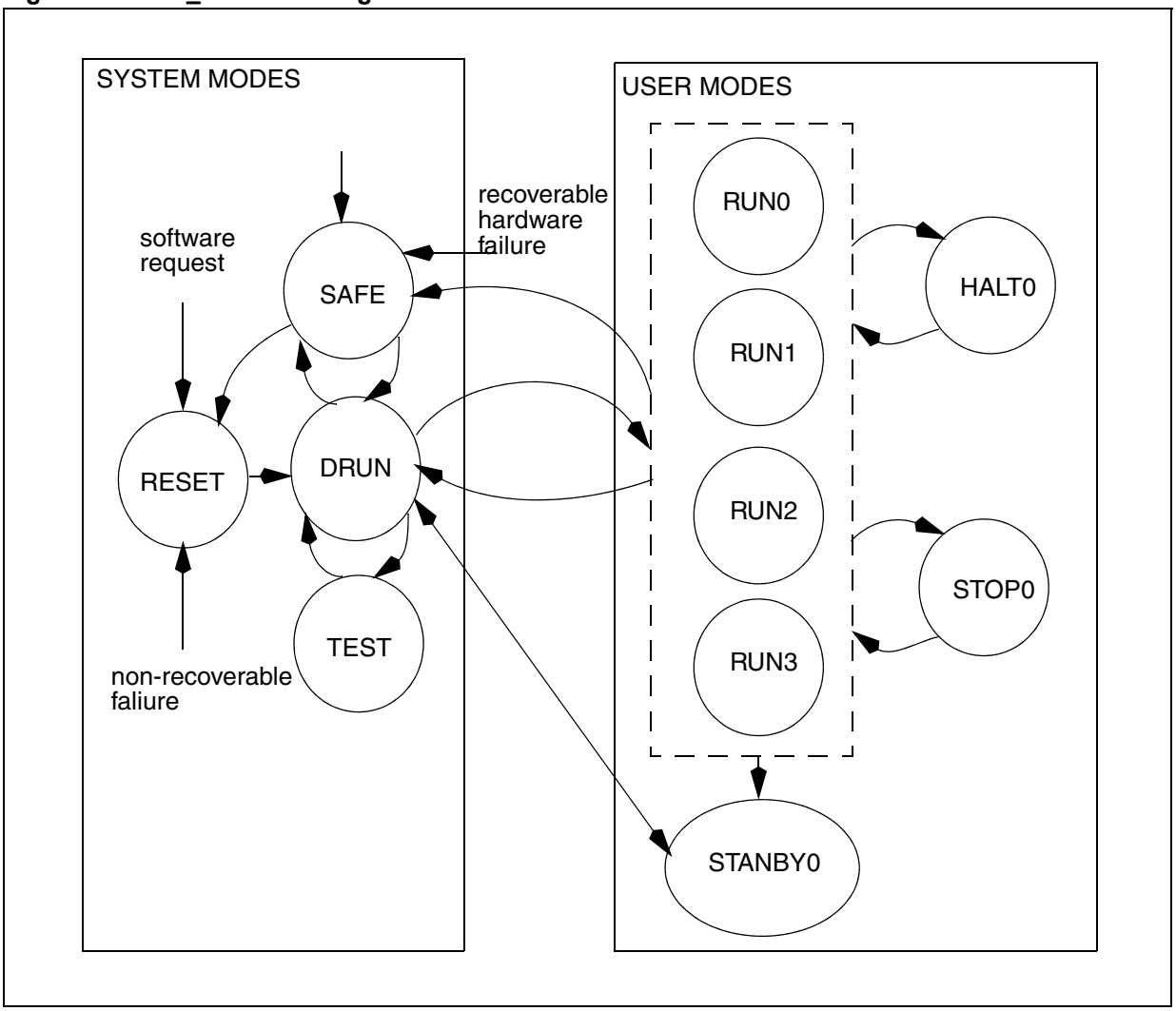
- System modes:

  All the modes (RESET, TEST, SAFE, DRUN) in which the device must be initialized and properly configured
- Running modes:

  All the modes (RUN0:3) used to obtain the full device performance
- Low Power modes:

  All the modes (HALT, STOP, STANDBY) used to minimize the power consumption

**Figure 4. MC_ME mode diagram**




## 2.2 Modes description

### 2.2.1 System modes

#### RESET mode

This is a chip-wide virtual mode during which the application is not active.

The system remains in this mode until all resources are available for the embedded software to take control of the device. It manages hardware initialization of chip configuration, voltage regulators, oscillators, PLLs, and Flash modules.

#### DRUN mode

This is the entry mode for the embedded software.

It provides full accessibility to the system and enables the configuration of the system at startup. It provides the unique gate to enter USER modes.

#### SAFE mode

This is a chip-wide service mode which may be entered on the detection of a recoverable error. It forces the system into a pre-defined safe configuration from which the system may try to recover.

#### TEST mode

This is a chip-wide service mode which is intended to provide a control environment for device self-test. It may enable the application to run its own self-test like Flash checksum.

### 2.2.2 Running modes

#### RUNx (x=0:3) modes

These are software running modes where most processing activity is done. These modes are intended to be used by software to execute full performance application routines.

The availability of 4 running modes allow to enable different clock and power configurations of the system with respect to each other.

SPC560B device supports WAIT instruction to stop the core with the capability to restart with very short latency (< 4 system clocks)

### 2.2.3 Low Power modes

#### HALT mode

This mode is intended as a first level low-power mode in which the platform is stopped but system clock can remain the same as in running mode. This is a reduced-activity low-power mode during which the clock to the core is disabled. It can be configured to switch off analog peripherals like PLL, Flash, main regulator etc. for efficient power management at the cost of higher wakeup latency.

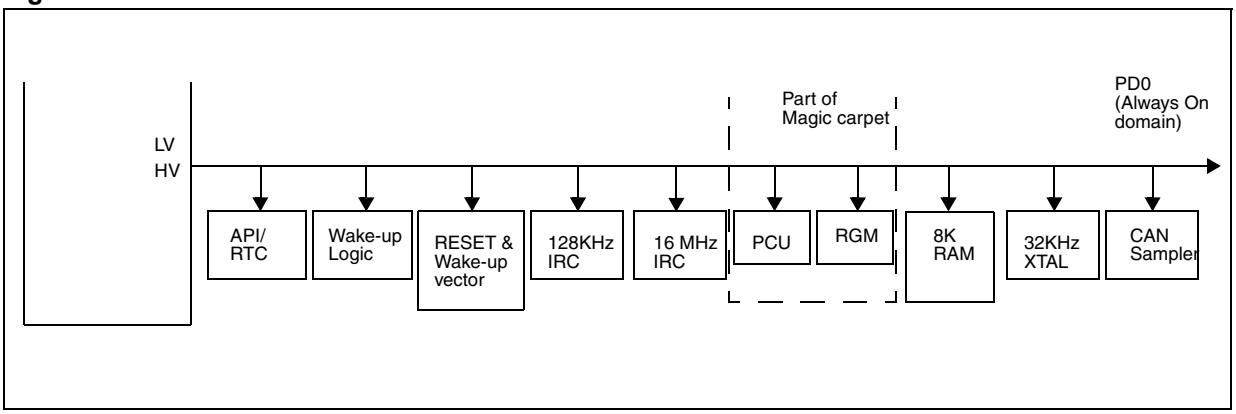
#### STOP mode

This mode is intended as an advanced low-power mode during which the clock to the platform is stopped. It may be configured to switch off most of the peripherals including oscillator for efficient power management at the cost of higher wakeup latency.

#### STANBY mode

This is a reduced-leakage low-power mode in which only PD0 is connected and power supply is cut off from most of the device. Wakeup from this mode takes a relatively long time, and content is lost or must be restored from backup.

**Figure 5. Power Domain 0 architecture**




## 2.3 Key advantages of Mode Entry

The purpose of the Mode Entry (ME) is to centralize the control of all device modes and related parameters within a unique module.

Following main advantages:

- Controls the target mode's parameters and mode transition without CPU intervention (see *Section 2.3.1: Transition control*)
- Power modes managment centralaized (see *Section 2.3.2: Modules/peripherals configuration*)
- Provides a SAFE mode to manage HW failure (see *Section 2.3.3: HW failure and error modes management*)

### 2.3.1 Transition control

Mode transition is performed by writing ME_MCTL register twice:

- 1st write: TARGET_MODE + KEY
- 2nd write: TARGET_MODE + INVERTED KEY

Once the double writing is done, the complete transition could be triggered by following bits:

- S_MTRANS bit of Global Status Register (ME_GS)
  - S_MTRANS = 0 (Transition not active)
  - S_MTRANS = 1 (Transition ongoing)
- I_MTC bit of Interrupt Status Register (ME_IS)
  - I_MTC = 0 (No transition complete)
  - I_MTC = 1 (Transition complete)

*Note: Bit I_MTC is not set in case of transition to low power modes (HALT / STOP)*

### 2.3.2 Modules/peripherals configuration

Either modules or peripherals are managed by ME.

### Modules management

Each mode has a configuration register (ME_XXX_MC) that allows to configure the following modules:

- Output Configuration
  For some modes it is possible to put the IO in power-down status (PDO), forcing outputs of pads to high impedance state or switching off the pads' power sequence driver
- Main Voltage Regulator (MVREG) Configuration
  For some modes it is possible to switch-off the MVREG in order to minimize the consumption
- FLASHs Configuration
  For some modes it is possible to configure the code and data Flash in normal, low power and power down
- Clocks Configuration
  ME module is in charge of:
  - Main XOSC switching on/off
  - IRC fast switching on/off
  - FMPLL switching on/off
  - System Clock selecting

Not all modules can be configured in each mode. Following a table that describes all the possible modules configurations for each mode:

**Table 1. Module configuration(1)**

| | | Module | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Mode** | | **PDO** | **MVR** | **DATA FLASH** | **CODE FLASH** | **PLL** | **OSC** | **IRC** |
| RESET | Reset | Off | On | Normal | Normal | Off | Off | On |
| TEST | User | √ | On | √ | √ | √ | √ | √ |
| | Reset | Off | | Normal | Normal | Off | Off | On |
| SAFE | User | √ | On | Normal | Normal | Off | Off | On |
| | Reset | On | | | | | | |
| DRUN | User | Off | On | √ | √ | √ | √ | On |
| | Reset | | | Normal | Normal | Off | Off | |
| RUNx | User | Off | On | √ | √ | √ | √ | On |
| | Reset | | | Normal | Normal | Off | Off | |
| HALT | User | Off | √ | √ | √ | √ | √ | √ |
| | Reset | | On | Low Power | Low Power | Off | Off | On |
| STOP | User | √ | √ | √ | √ | Off | √ | √ |
| | Reset | Off | On | Power Down | Power Down | | Off | On |
| STBY | User | Off | Off | Power Down | Power Down | Off | Off | √ |
| | Reset | | | | | | | On |

1. √ : module configurable
   gray cell: module not configurable

Moreover, following table describes the possible system clock configurations for each mode:

**Table 2. Clock configuration(1)**

| System | Mode | | | | | | |
|---|---|---|---|---|---|---|---|
| | RESET | TEST | SAFE | DRUN | HALT | STOP | STBY |
| IRC | DEFAULT | DEFAULT | DEFAULT | DEFAULT | DEFAULT | DEFAULT | |
| IRC_DIV | | √ | | √ | √ | √ | |
| XOSC | | √ | | √ | √ | √ | |
| XOSC_DIV | | √ | | √ | √ | √ | |
| PLL | | √ | | √ | √ | | |
| NO CLK | | √ | | | | √ | DEFAULT |

1. √ : module configurable
gray cell: module not configurable

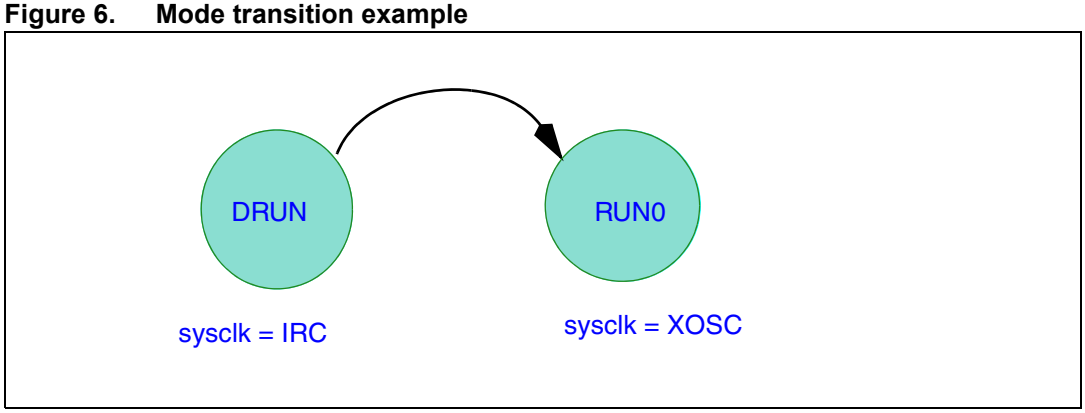
Following an example that describes how to manage module configuration

- Current mode: Drun with system clock = IRC (default)
- Target mode: RUN0 mode with system clock = XOSC

Steps

- Configuration of RUNO mode
  - ME_RUN0_MC.OSCON = 1
  - ME_RUN0_MC.SYSCLK = XOSC
- Transition request
  - ME_MCTL = DRUN + KEY
  - ME_MCTL = DRUN + INVERTED KEY
- Waiting for the transition complete through the ME_IS.I_MTC bit

**Figure 6. Mode transition example**



### Peripherals management

Each peripheral clock source can be switched on or off independently when it is not used, to optimize power consumption. The ME module manages the clock gating of each peripheral, defining peripherals state (active/frozen) in each mode as following:

- 8 Running registers (ME_RUN_PC[0..7]) to generate 8 different configuration in running modes
- 8 Low-Power registers (ME_LP_PC[0..7]) to generate 8 different configuration in low power modes
- One register for each peripheral (ME_PCTL[x]) that address one of the Running configuration and one of the Low-Power configuration

Following is an example that describes how to clock gate/enable EMIOS peripheral:

### Mode Entry - example

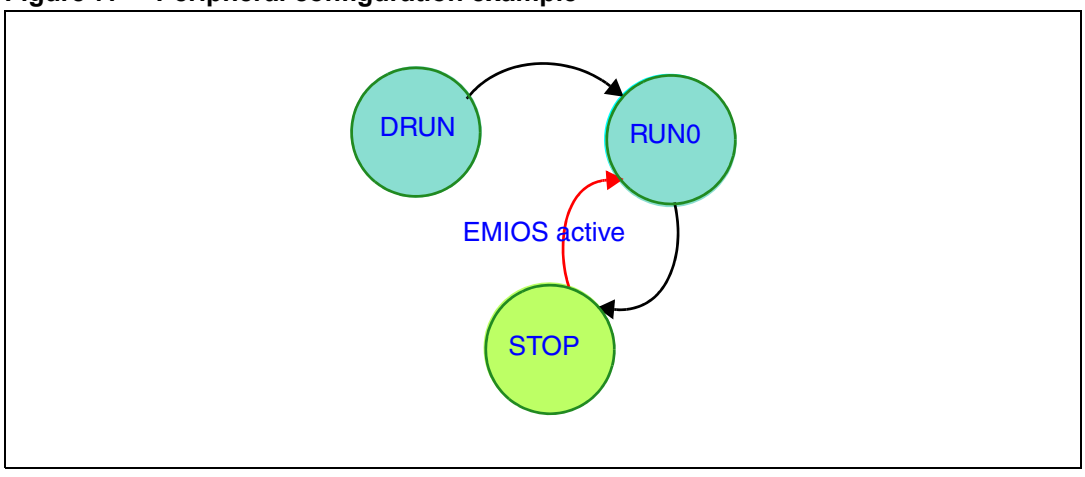
EMIOS0 Clock Gating

- Configure EMIOS in the following way
  - Active in DRUN, RUN0, STOP mode
  - Clock Gated in the others mode

Steps

- Configuration of Running mode
  - ME_RUN_PC[1].DRUN = 1
  - ME_RUN_PC[1].RUN0 = 1
- Configuration of Low Power mode
  - ME_LP_PC[2].STOP = 1
- Configuraion of EMIOS (peripheral number = 72)
  - ME_PTCL[72].RUN_CFG = 1
  - ME_PTCL[72].LP_CFG = 2

**Figure 7. Peripheral configuration example**



### 2.3.3 HW failure and error modes management

ME Provides a SAFE mode to manage either HW failure or errors caused by incorrect mode transition configurations.

#### HW failure management

Device can manage some HW failure events to force SAFE mode transition instead of generating a reset. This is possible through RGM (Reset Generation Module), which, for examples, allows to configure following less-critical functional events:

- FMPLL failure
- FXOSC failure
- CMU clock frequency higher/lower than reference
- 4.5 V low-voltage detected
- code or data Flash fatal error

So, if one of these happens, the system enters into a pre-defined SAFE configuration from which it may try to recover. It is also possible that SAFE transition is triggered by an interrupt through the ME.

Following is an example that describes how crystal failure event can be managed:

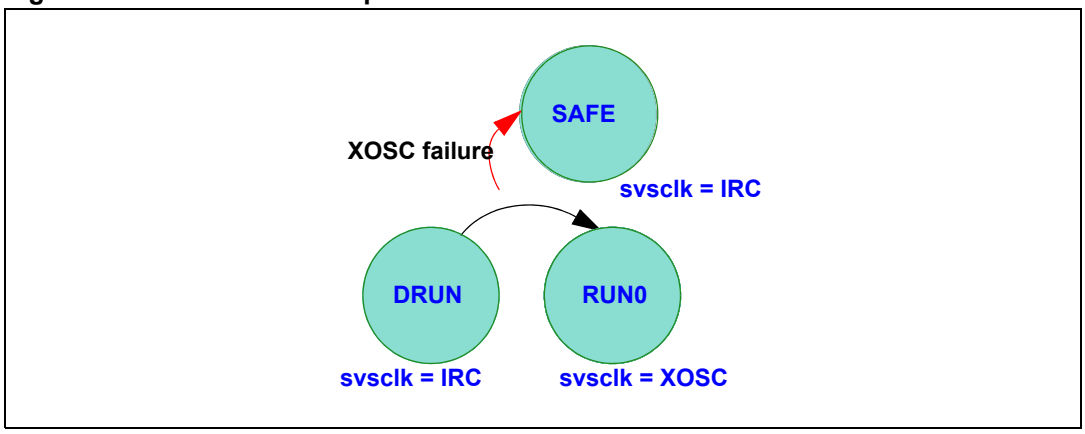
#### Example

- Current mode: DRUN with system clock = IRC (default)
- Target mode: RUN0 mode with system clock = XOSC
- XOSC failure event hapens

Steps

- Configuration of RUN0 mode
  - ME_RUN0_MC.OSCON = 1
  - ME_RUN0_MC.SYSCLK = XOSC
- Configuration of XOSC failure as SAFE transtition
  - ME_RGM_FERD.D_CMU_OLR = 1
  - ME_RGM_FEAR.AR_CMU_OLR = 0
- Configuration of SAFE mode interrupt
  - ME_IM.M_SAFE = 1
- XOSC failure event hapens
- Software Transition request
  - ME_MCTL = RUN0 + KEY
  - ME_MCTL = RUN0 + INVERTED KEY
- SAFE mode transition forced and interrupt generated

**Figure 8. HW failure example**




### Error modes management

Mode Entry Module can generate an interrupt on the following events:

- Invalid mode configuration:

  following rules should be respected in order to prevent error configuration event:
  - IRC should be ON if: sysclk = rc_clk or sysclk = rc_clk_div
  - XOSC should be ON if: sysclk = osc_clk or sysclk = osc_clk_div
  - PLL should be ON if: sysclk = pll_clk
  - Configuration "00" for the CFLAON and DFLAON bit fields should not be used
  - MVR must be ON if any of the following is active: PLL/CFLASH/DFLASH
  - System clock configurations marked as 'reserved' may not be selected
  - Configuration "1111" for the SYSCLK bit field is allowed only for STOP0 and TEST modes

If one of the previous rule is violated, I_ICONF bit in the Interrupt Status register ME_IS is set

- Invalid mode transition

Following cases should be avoided to complete the transition properly:

- Mode requested when a transition is active (mode transition illegal)
- Target mode not valid with respect to the current (mode request illegal)
- Target mode is disabled in mode enable register (disable mode access)
- Target mode doesn't exist (non existing mode access)

previous cases are signaled by ME_IMTS register.

## 2.4 Application cases

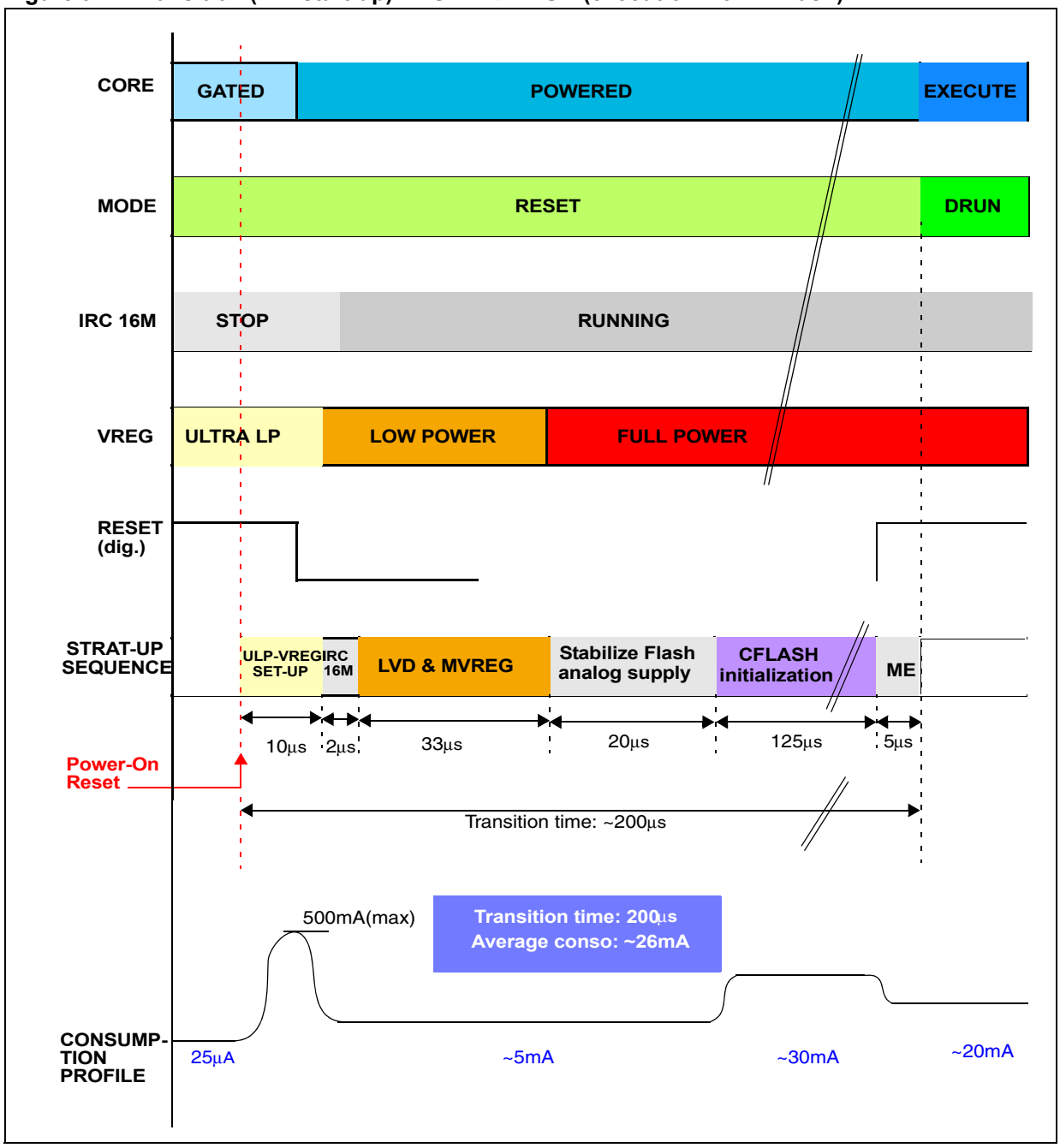
This chapter tries to show most significant transition cases managed by mode Entry Module.

Except for the Power-On Reset phase that is performed through a completely HW transition (RESET → DRUN), transitions have either HW or SW aspects in the others cases.

### 2.4.1 Power-on reset phase (RESET → DRUN)

Following, a chart that describes the start-up phase from CFLASH:

**Figure 9. Transition (HW start-up) RESET → DRUN (execution from CFlash)**




### 2.4.2 Application scenarios

The following scenarios shown are the typical ones that well describes the behavior of both running and low power modes.

### Common HW aspects

As already said, other than sw configuration that should be taken care by the application, there are some operations that are performed by HW and that are common to the scenarios after described:

- <target mode> configuration check

While programming the mode configuration registers ME_<target mode>_MC, some rules must be respected.

For example, if PLL is set to be the system clock in <target mode>, PLL should be turned on. Otherwise, the write operation is ignored and an invalid mode configuration event may be generated. Please refer to Error Management Chapter for detailed informations.

- <target mode> transition parameters check

There are some conditions that make the transition request invalid. For example, if the target mode is not a valid mode with respect to current mode.

In this case, an invalid mode transition event may be generated. Please refer to Error Management Chapter for detailed informations.

- <target mode> modules/peripherals switching on/off

Once the transition is requested by sw, the HW is in charge of switching on/off all modules/peripherals. Now, if a module failure happens (i.e: XTAL or PLL lock failures) the transition stalls in an ongoing status. However, The failures can be managed via software. Please refer to Error Management Chapter for detailed informations.

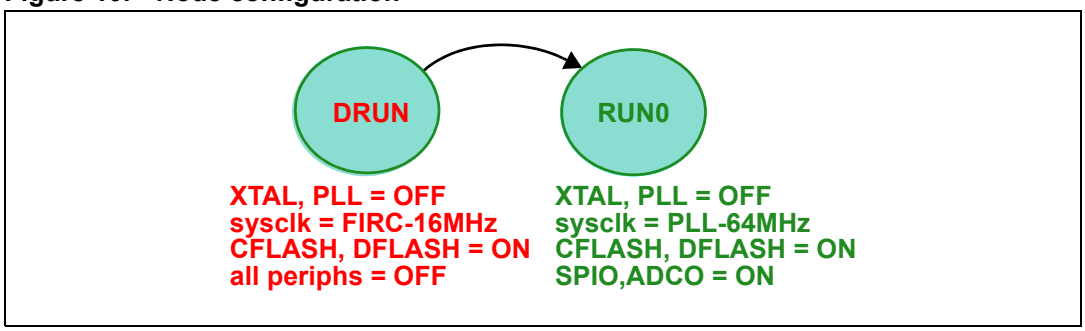
For this reason, in order to prevent to stuck the code waiting for transition completion, it could be better to set a timer, before entering in RUN0 mode, that, if expired, is able to signal every potential issue.

Timeout calculation should be based on modules/peripherals start-up timing and, so, varies case by case.

### Scenario 1 (DRUN → RUNx)

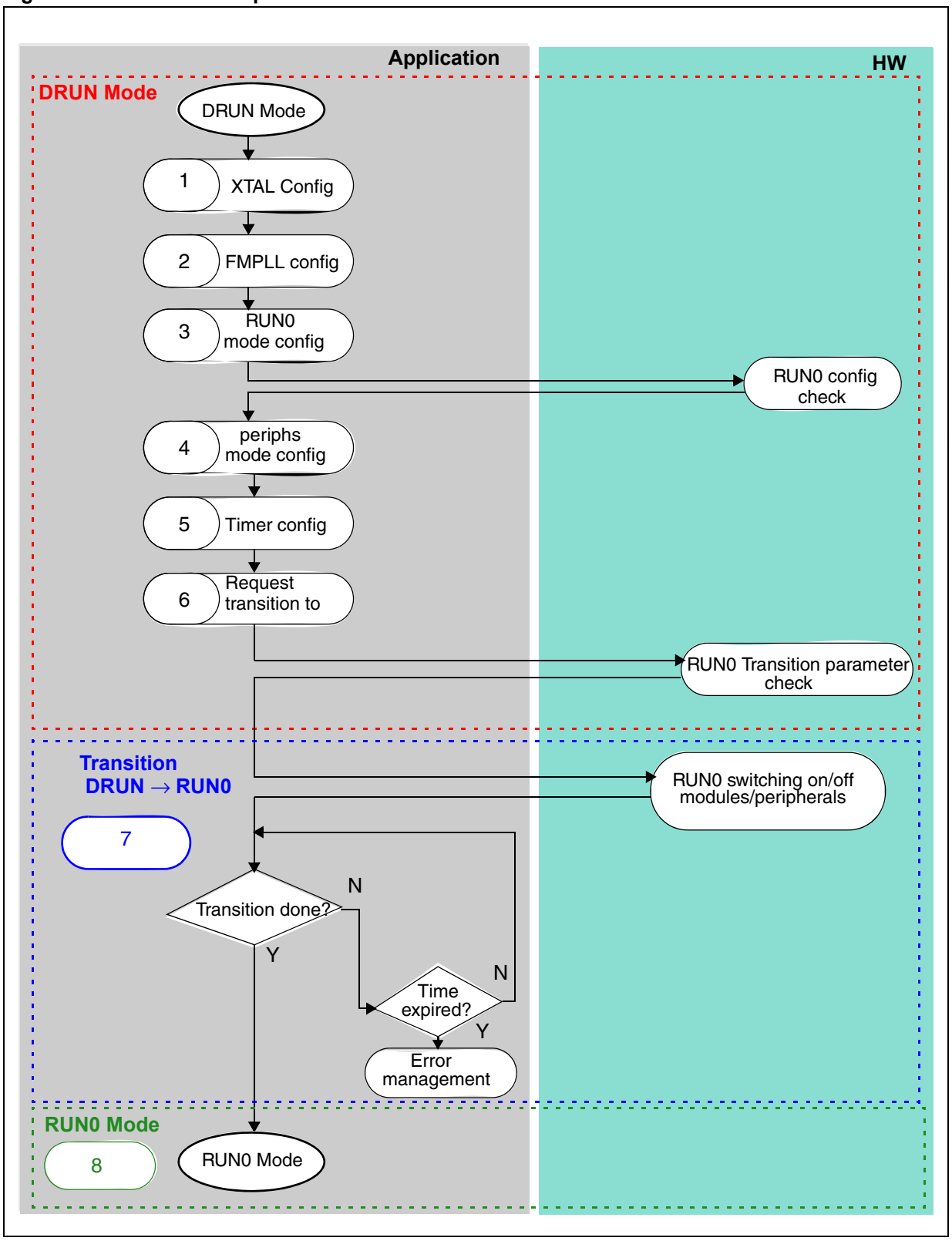
This scenario is a typical application that starts from a default mode and transits to a full device performance user mode. Following is the configuration of each mode.

**Figure 10. Node configuration**




Following flow diagram describes the transition steps:

**Figure 11. Transition step**



For the HW steps, refer to *Section : Common HW aspects*. Now, see in details the operations done for each phase:

### DRUN mode:

1. XTAL config
   - CGM.OSC_CTL.EOCV = xxx (set stabilization counter)
2. FMPLL config:

   PLL freq is done by the following formula:

$$phi = \frac{clkin \cdot LDF}{IDF \cdot ODF}$$

   Where:
   - clkin = reference clock = XTAL at 8 MHz
   - LDF (NDIV) is the Loop Divided Ratio with this configurations:

**Table 3. Loop divide ratio**

| NDIV[6:0] | Loop divide ratios |
|---|---|
| 0000000-0011111 | NA |
| 0100000 | Divide by 32 |
| 0100001 | Divide by 33 |
| 0100010 | Divide by 34 |
| ... | ... |
| 1011111 | Divide by 95 |
| 1100000 | Divide by 96 |
| 1100001-1111111 | NA |

   - IDF is the Input Divided Ratio with following configurations:

**Table 4. Input divide ratio**

| IDF[3:0] | Input divide ratios |
|---|---|
| 0000 | Divide by 1 |
| 0001 | Divide by 2 |
| 0010 | Divide by 3 |
| ... | ... |
| 1110 | Divide by 15 |

   - ODF is the Output Divided Ratio with following configurations:

**Table 5. Output divide ratio**

| ODF[1:0] | Output divide ratios |
|---|---|
| 00 | Divide by 2 |
| 01 | Divide by 4 |
| 10 | Divide by 8 |
| 11 | Divide by 16 |

So, to get PLL freq = 64MHz, in case of XTALat8MHz, registers configuration should be:

CGM.FMPLL[0].CR.B.IDF = 0 (divide by 1)

CGM.FMPLL[0].CR.B.ODF = 2 (divide by 8)

CGM.FMPLL[0].CR.B.NDIV = 64 (multiply for 64)

3. RUN0 mode config:

   ME_RUN0_MC.XOSC0ON = 1 (turn-on the XTAL)

   ME_RUN0_MC.PLL0ON = 1 (turn-on the PLL)

   ME_RUN0_MC.SYSCLK = 4 (set PLL as device system clock)

4. Periphs mode config:

   ME_RUN_PC0.RUN0 = 1 (activate running peripheral configuration '0' in RUN0)

   ME_PCTL[4].RUN_CFG = 0 to select the running peripheral configuration '0' for DSPI0 identified by offset = 4 (refer to figure x)

   ME_PCTL[32].RUN_CFG = 0 to select the running peripheral configuration '0' for ADC identified by offset = 32 (refer to figure x)

**Table 6. SPC560B54/6x peripheral clock sources**

| Peripheral | Register gatin address offset (base = 0xC3FDC0C0) | Peripheral set |
|---|---|---|
| RPP_ZOH platform | None (managed through ME mode) | — |
| DSPin | 4+n | 2 |
| FlexCANn | 16+n | 2 |
| BAM | None (31 reserved) | — |
| ADC | 32 | 3 |

5. Timer config:

   See Step 7 (DRUN → RUN0 mode)

6. Request transition to RUN0 mode:

   The transition from a mode to another is handled by software by accessing the mode control ME_MCTL register twice by writing:

   – the first time with the value of the key (0x5AF0) into the KEY bit field and the required target mode into the TARGET_MODE bit field
   – the second time with the inverted value of the key (0xA50F) into the KEY bit field and the required target mode into the TARGET_MODE bit field.

   So, in case of DRUN → RUN0 transition, these two register writing should be done:

```
ME.MCTL.R = 0x40005AF0
ME.MCTL.R = 0x4000A50F
```

7. DRUN → RUN0 mode:

   Once a valid mode transition request is detected, the transition starts. Here, device switches-on/off modules and peripherals without CPU intervention.

   It is possible to check for transition completion through mode Transition Status bit:

```
While (ME.GS.MTRANS != 0)  //transition ongoing
... //transition completed
...
```

   In ordel to prevent code stucking waiting for transition completion, it could be better to check transition timing through a timer. Timer timeout calculation should be based on modules/peripherals start-up timing. In this case this value is close to XTAL start-up time (at maximum 6 msec).

8. RUN0 mode:

   Otherwise, if transition completion is signaled by sw, the RUN0 is properly entered with the modules configured as expected.

### Scenario 2 (RUN0 → HALT → RUN0)

This scenario deals with HALT mode that is the only one allowing to reduce average consumption while the application is 100% functional. In fact, reducing dynamic consumption through core switching-off and togheter with maintaining the full functionality is one of the new challenge in body.

**Figure 12. Scenario 2 - finite state machine**

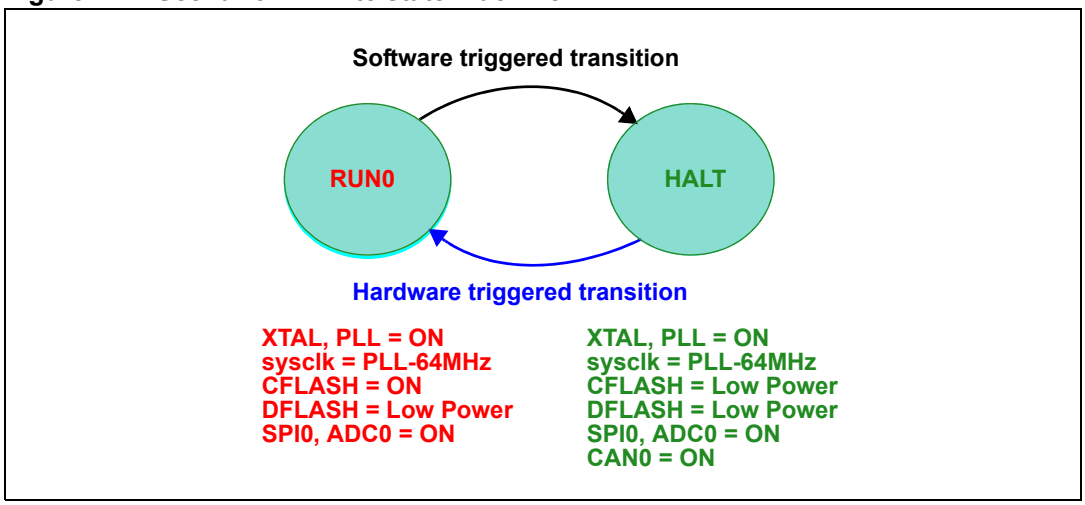
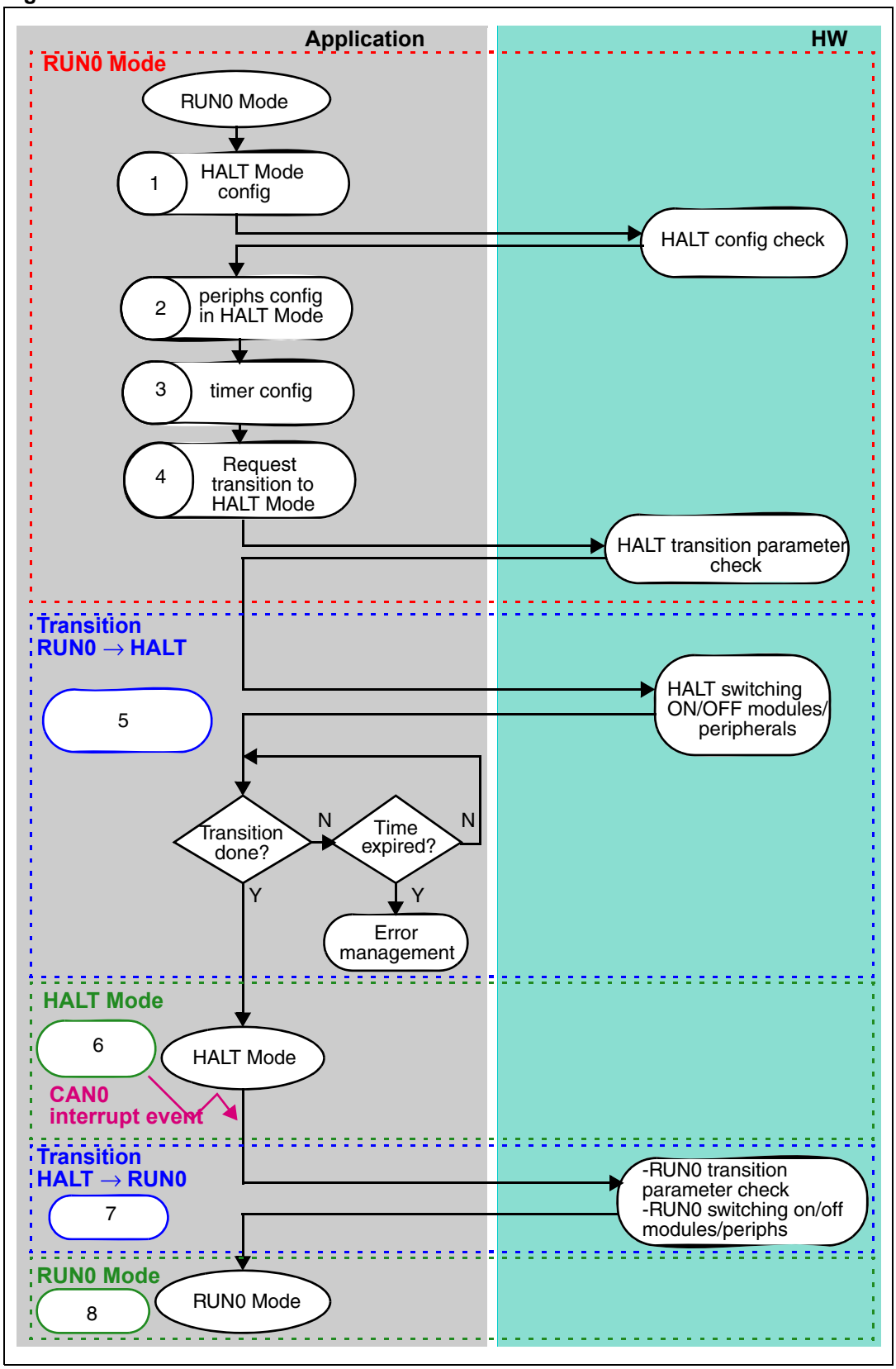


Figure 13. Scenario 2 - flow chart



For the HW steps, *refer to Section : Common HW aspects.* Now, see in details the operation done for each phase:

### RUN0 mode:

1. Mode config in HALT:

   ME_HALT_MC.CFLAON = 2 (code Flash in Low Power mode)

   ME_HALT_MC.DFLAON = 2 (data Flash in Low Power mode)

   In this way, at HALT exiting, Flash startup from Low Power to Normal mode is very fast as it takes less than 1 usec

   ME_ HALT_MC.XOSC0ON = 1 (turn-on the XTAL)

   ME HALT_MC.PLL0ON = 1 (turn-on the PLL)

   ME_ HALT_MC.SYSCLK = 4 (set PLL as device system clock)

2. Periphs mode config HALT mode:

   ME_RUN_LP0.HALT = 1 (activate low power peripheral configuration ’0’ in HALT)

   ME_PCTL[4].LP_CFG = 0 to select the low power peripheral configuration ’0’ for DSPI0 identified by offset = 4 (refer to figure x)

   ME_PCTL[32].LP_CFG = 0 to select the low power peripheral configuration ’0’ for ADC identified by offset = 32 (refer to figure x)

   ME_PCTL[16].LP_CFG = 0 to select the low power peripheral configuration ’0’ for FlexCAN0 identified by offset = 16 (refer to figure x)

**Table 7. Peripherals clock source**

| Peripheral | Register gatin address offset (base = 0xC3FDC0C0) | Peripheral set |
|---|---|---|
| RPP_ZOH Platform | None (managed through ME mode) | — |
| DSPin | 4 + n | 2 |
| FlexCANn | 16 + n | 2 |
| BAM | None (31 reserved) | — |
| ADC | 32 | 3 |

3. Timer config:

   See Step 5 (RUN0 → HALT mode)

4. Request transition to RUN0 mode:

   So, in case of RUN0 → HALT transition, these two register writing should be done:

   ME.MCTL.R = 0x80005AF0

   ME.MCTL.R = 0x8000A50F

5. RUN0 → HALT mode:

   Once a valid mode transition request is detected, the transition starts. Here, device switches-on/off modules and peripherals without CPU intervention.

   It is possible to check for transition completion through mode Transition Status bit:

```
while (ME.GS.MTRANS != 0)   //transition ongoing
...                         //transition completed
```

   in order to prevent code stucking waiting for transition completion, it could be better to check transition timing through a timer. Timer timeout calculation should be based on modules/peripherals start-up timing. As, in this case, as there aren't any slow-start-up peripherals to switch-on, timeout could be considered equal to few clock cycles.

6. HALT mode:

   At the end of the transition, device enters in HALT mode with core switched-off, FlexCAN0 switched-on and CFLASH in Low Power mode. All others peripherals are maintained in the same status of the RUN0 mode.

   As already said, the advantage of this configuration is that core switching-off allows to reduce average consumption while the application is still 100% functional.

   At this point, if a FlexCAN0 interrupt event is generated, the device, automatically, starts the transition to go back to the previous RUN0

7. Transition HALT → RUN0 mode:

   During the HALT → RUN0 transition, the device automatically restores the peripherals/modules as they were configured before entering in HALT. So, core is already on and CFLASH comes back to Normal mode

8. RUN0 mode:

   At the end of the transition, device enters in RUN0 mode with initial configuration

### Scenario 3 (RUN0 → STOP → RUN0)

This scenario is a typical transition from the application when going from Running → Standby when the car is switched off. However, the application does not go directly to the lowest consumption STANDBY mode but rather in 2 or even 3 steps. And here STOP could be the last step before STANDBY where the application still monitor for a certain time the activity in the vehicle.

**Figure 14. Scenario 3 - finite state machine**

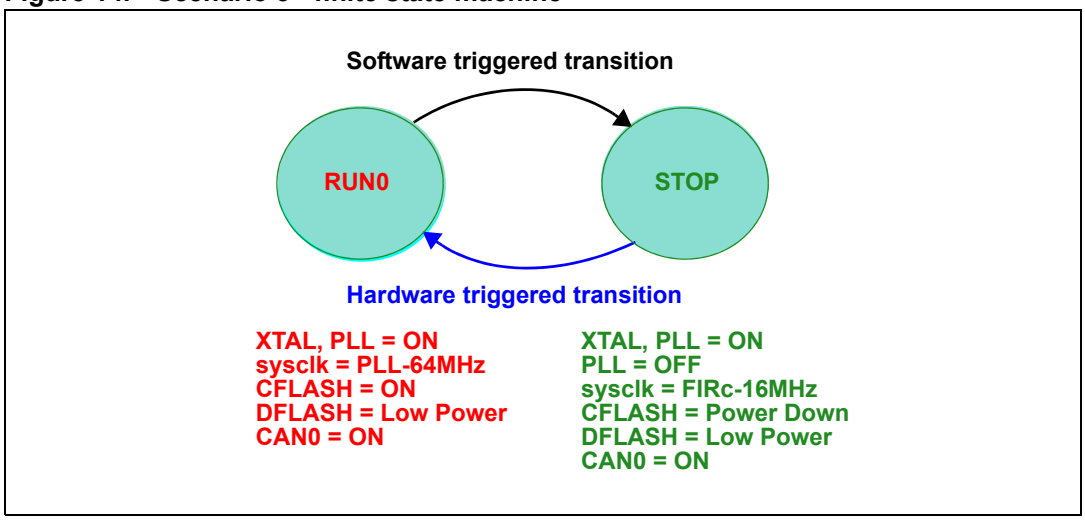
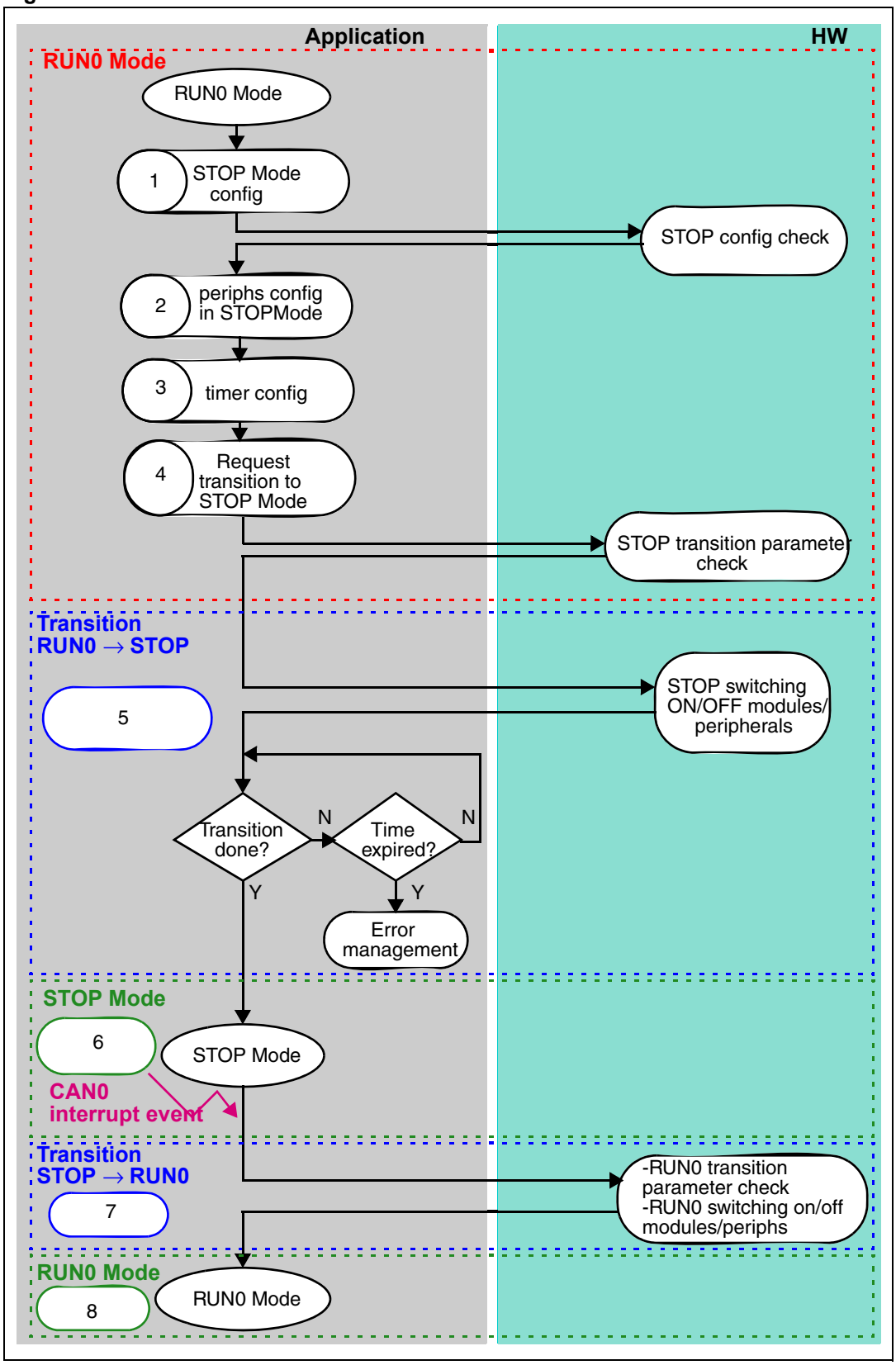


**Figure 15. Scenario 3 - flow chart**



For the HW steps, *refer to Chapter : Common HW aspects.* Now, see in details operation done for each phase:

### RUN0 mode:

1. Mode config in STOP:

   ME_STOP_MC.CFLAON = 1 (code Flash in Power-Down)

   ME_STOP_MC.DFLAON = 2 (data Flash in Low Power mode)

   In this way, at STOP exiting, Flash startup from Power-Down to Normal mode takes few usecs

   ME_ STOP_MC.XOSC0ON = 1 (turn-on the XTAL)

   The XTAL is maintained on in STOP in order to clock CAN protocol handler: in this way PLL jitter issues are avoided

   ME_ STOP_MC.SYSCLK = 0 (set FIRC as device system clock)

2. Periphs mode config STOP mode:

   ME_RUN_LP0.STOP = 1 (activate low power peripheral configuration '0' in STOP)

   ME_PCTL[16].LP_CFG = 0 to select the low power peripheral configuration '0' for FlexCAN0 identified by offset = 16 (refer to figure x)

3. Timer config:

   See Step 5 (RUN0 → HALT mode)

4. Request transition to RUN0 mode:

   in case of RUN0 → STOP transition, these two register writing should be done:

   ME.MCTL.R = 0xA0005AF0

   ME.MCTL.R = 0xA000A50F

5. RUN0 → STOP mode:

   Once a valid mode transition request is detected, the transition starts. Here, device switches-on/off modules and peripherals without CPU intervention.

   It is possible to check for transition completion through mode Transition Status bit:

```
while (ME.GS.MTRANS != 0)  //transition ongoing
...                        //transition completed
...
```

   in order to prevent code stucking waiting for transition completion, it could be better to check transition timing through a timer. As, in this case, as there aren't any slow-start-up peripherals to switch-on, timeout could be considered equal to few clock cycles.

6. STOP mode:

   At the end of the transition, device enters in STOP mode with core switched-off, FlexCAN0 switched-on and CFLASH in Power Down. All others peripherals are maintained in the same status of the RUN0 mode.

   At this point, if a FlexCAN0 interrupt event is generated, the device, automatically, starts the transition to go back to the previous RUN0

7. transition STOP → RUN0 mode:

   During the STOP → RUN0 transition, the device automatically restores the peripherals/modules as they were configured before entering in STOP. So, core is already on and CFLASH comes back to Normal mode

8. RUN0 mode:
   At the end of the transition, device enters in RUN0 mode with initial configuration

### Scenario 4 (RUNx → STANDBY → RUNx)

This scenario is a typical application that remains in STANDBY for most of time minimizing at maximum the power consumption and wakeup periodically to execute some operations (for example ADC acquisition).

**Figure 16. Scenario 4 - finite state machine**

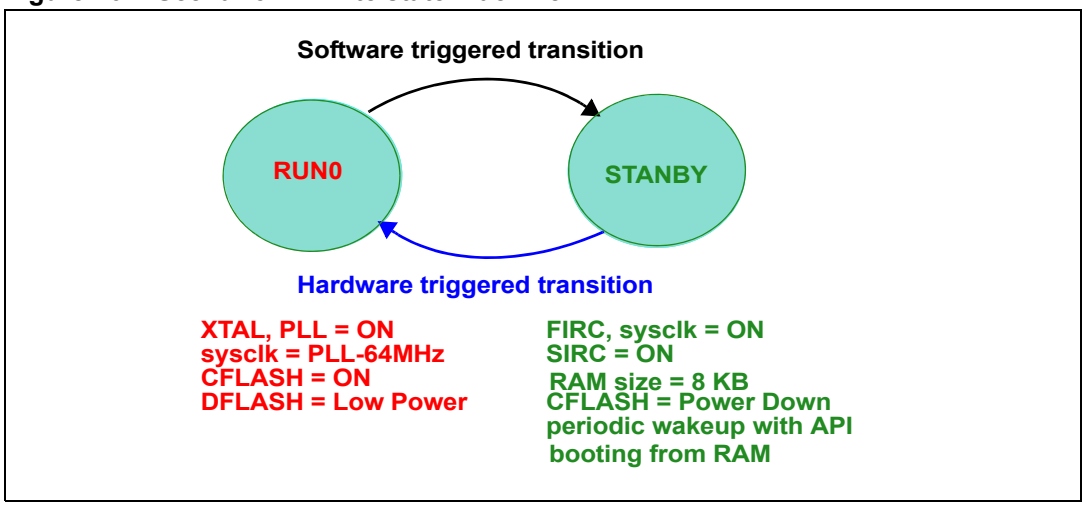
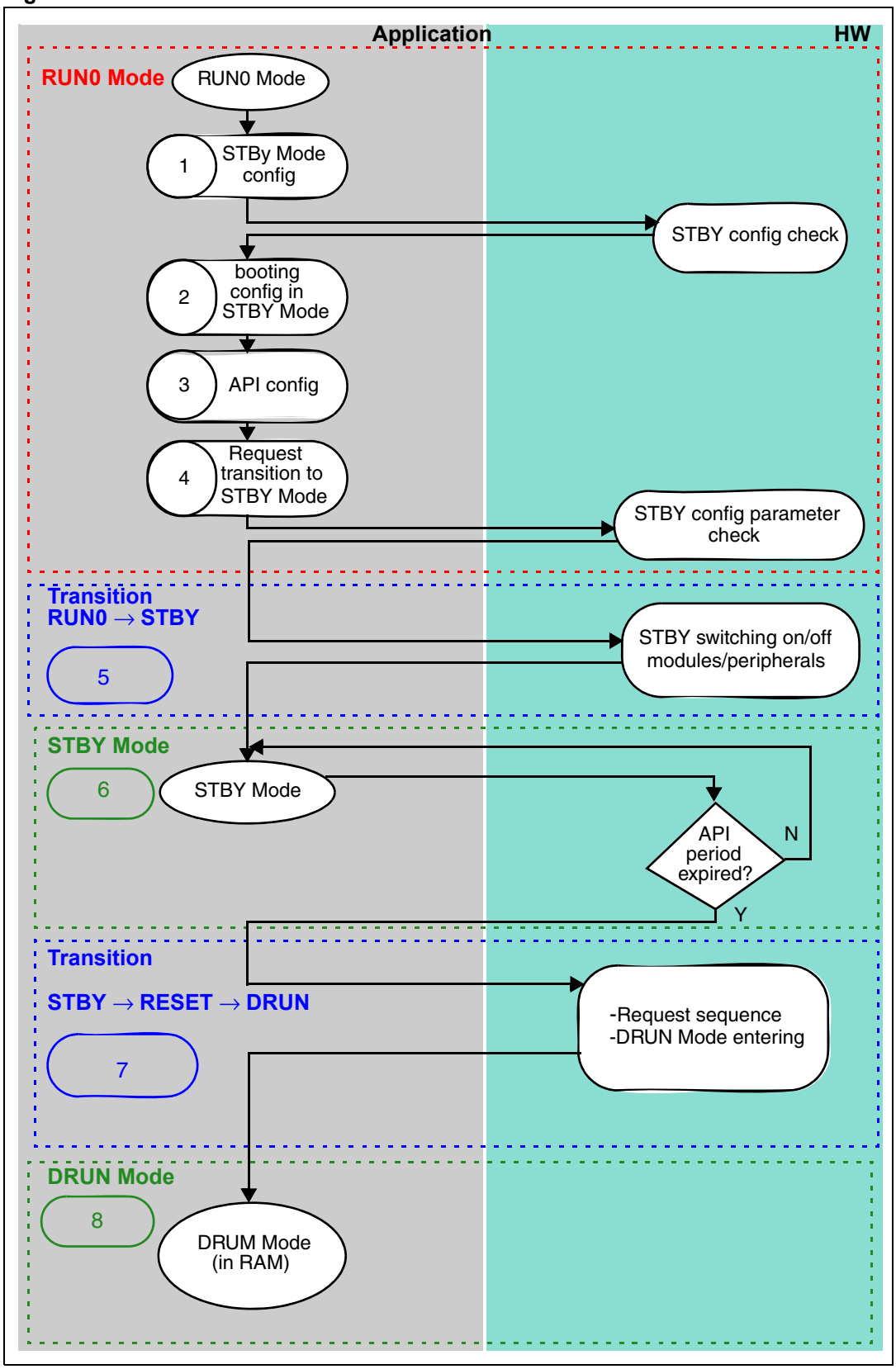


Figure 17. Scenario 4 - flow chart



For the HW steps, refer to *Section : Common HW aspects*. Now see in details the operation done for each phase:

### RUN0 mode:

1. Mode config in STDBY:

   STANDBY mode, by default has already following configuration:

   – CFLASH/DFLASH in Power Down
   – XTAL OFF
   – Sysclk OFF

   So, the only sw configurations to perform are:

   ME_ STANDBY_MC.FIRCON = 0 (turn-off the FIRC)

   CGM_ LPRC.LPRCON_STDBY = 1 (turn-on the LPRC in STANDBY)

   Moreover, it needs that all peripherals are clock-gated, otherwise, STANDBY mode is not entered properly, so:

   ME_ RUN_LPx.STANDBY = 0 (all low power peripheral configuration registers used should have STANDBY disabled)

2. STDBY Boot config:

   RGM_STDBY.BOOT_FROM_BKP_RAM = 1 (boot from SRAM on STANDBY exit)

   ME_DRUN_MC.CFLAON = 1 (code Flash in Power-Down)

   PCU_PCONF2.STDBY0 = 0 (SRAM 24K powered-off)

   with these settings, after exiting from STANDBY, device enters in DRUN booting from SRAM (8K backup) with CFLASH in Power-Down, minimizing consumption

3. API config:

   This step should configure the API to generate a periodic wakeup to exit device from STANDBY

4. Request transition to RUN0 mode:

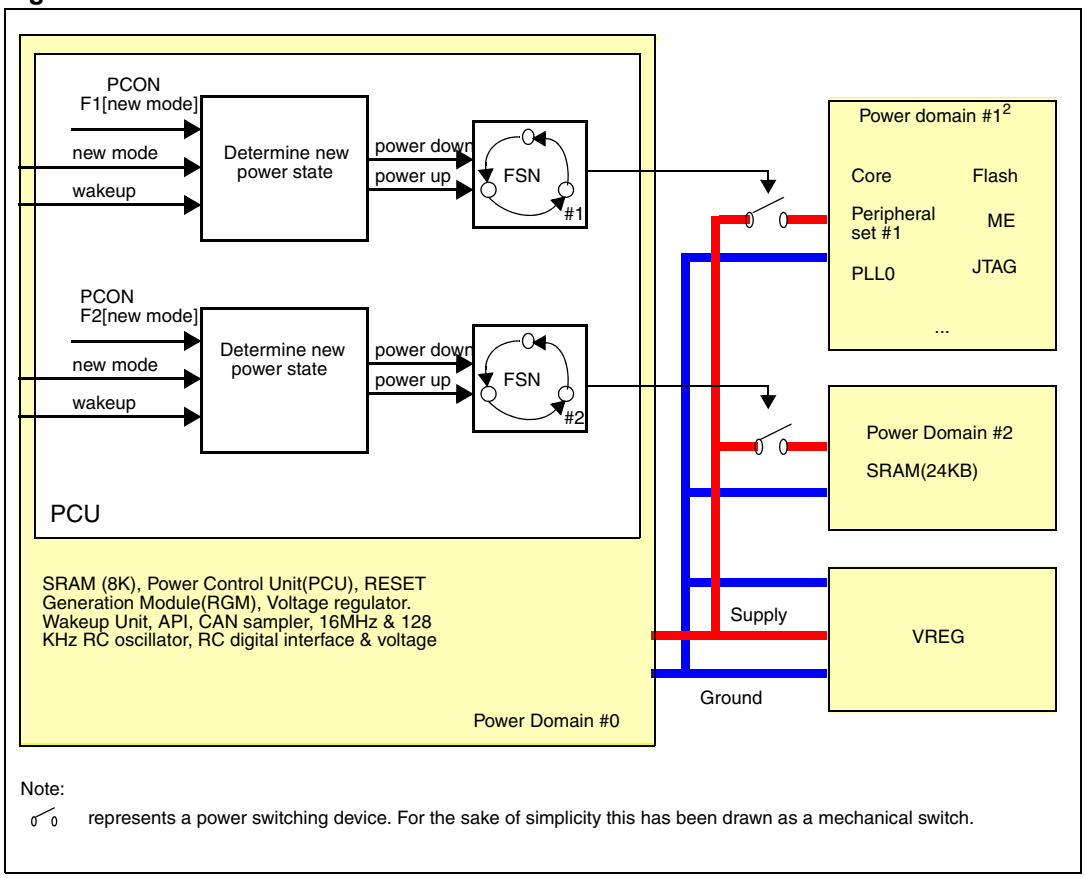
   in case of RUN0 → STANDBY transition, these two register writing should be done:

   ```
   ME.MCTL.R = 0xD0005AF0
   ME.MCTL.R = 0xD000A50F
   ```

5. RUN0 → STANDBY mode:

   Once a valid mode transition request is detected, the transition starts. Here, device switchs-off core and all the modules/peripherals that belong to Power-Domain #1. Only Power-Domain #2 is maintained on.

**Figure 18. Power domain**




It is possible to check for transition completion through mode Transition Status bit:

```
while (ME.GS.MTRANS != 0)   //transition ongoing
...                         //transition completed
...
```

No timer is used here to check for the transition completion as timers are switched-off during RUN0 → STANDBY transition

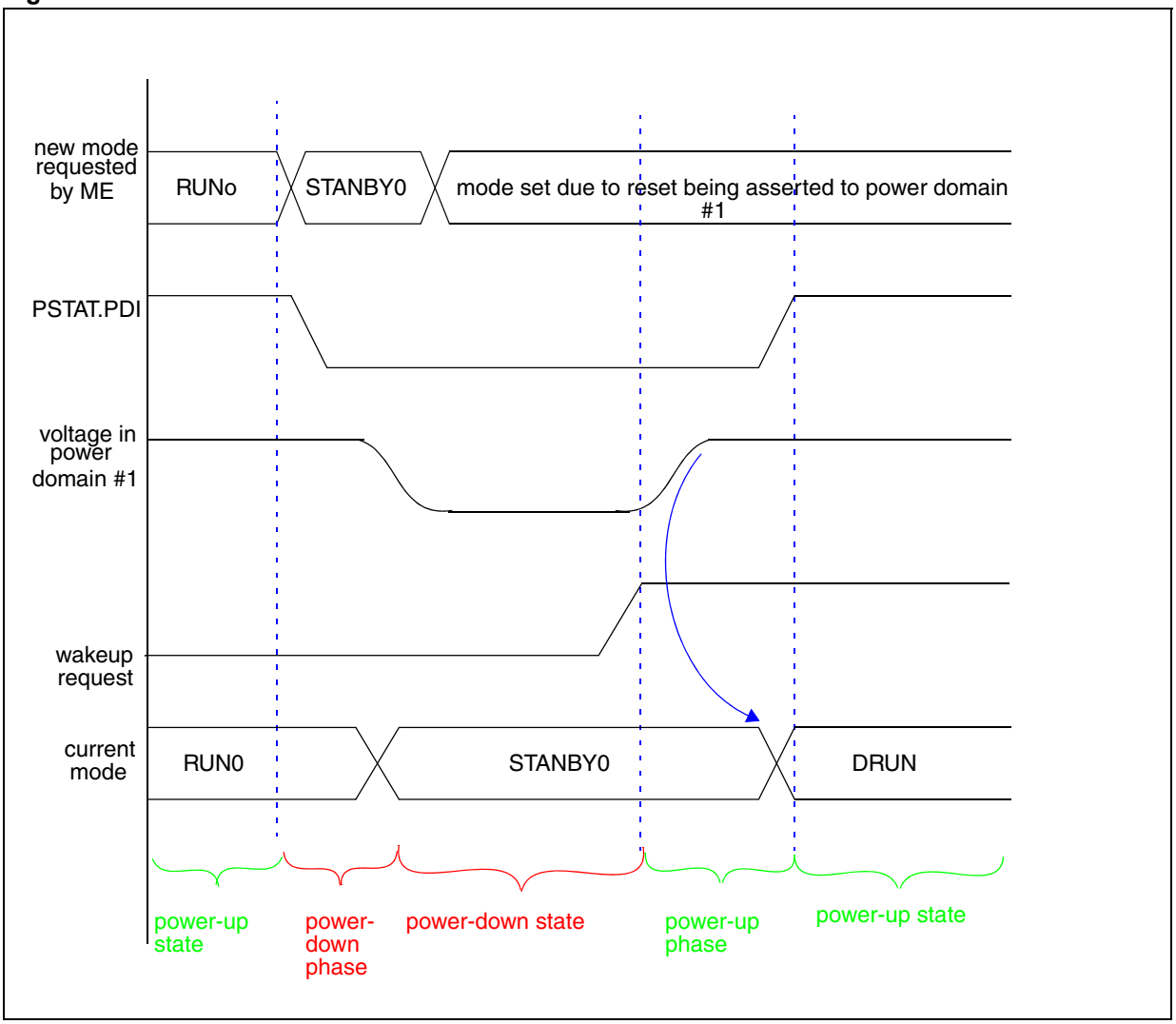
6. STANDBY mode:

   At the end of the transition, device enters in STANDBY and stay there until the API not generates a wakeup event. At this time the STANDBY exiting starts

7. Transition STANDBY → RESET → DRUN mode:

   Once the wakeup event is generated, the device re-executes the Power-On Reset phase staying in RESET mode. At the end, device enters in DRUN mode, where the DRUN configuration register resets except for the DRUN.CFLAON/DFLAON that maintains the values configured before STANDBY entering. This allows to put CFLASH/DFLASH in Power Down once in DRUN.

**Figure 19. STANDBY transition**




- 8 - DRUN mode:

At the end of the transition, device enters in DRUN mode fetching the code from the first SRAM location (0x40000000).

# 3 Consumption tables

The target is to show the consumption of Running and Low Power modes for different configurations. These values should be based on Bol1.5M cut2.0 measurements.

## 3.1 Running mode

This table shows modules consumption contributions in running mode with following features:

- Code: continuous data transfer from Flash to RAM
- fsys = system clock (MHz)
- code executing from Flash
- all peripherals gated

**Table 8. RUN0 mode consumption table**

| | IP | Conso (mA) | |
|---|---|---|---|
| **RUN0 mode** | FIRC-16MHz | 0.6 | |
| | FOSC-8MHz | 1.78 | |
| | PLL | 0.0303 * fsys | |
| | CFLASH | **Low Power** | **Normal** |
| | | 0.89 | 7.22 |
| | DFLASH | **Low Power** | **Normal** |
| | | 0.6 | 4.29 |
| | MVREG | 1.06 | |
| | Platform + PD0 | 0.4434 * fsys + 0.7765 | |

Where PDO = Power Domain 0

In this way, it is possible to calculate the total consumption related to a specific configuration easily.

As an example, consider following configuration at fsys = 16 MHz:

**Table 9. RUN0 mode consumption example**

| | IP | Status | Formula (mA) | | Conso (mA) |
|---|---|---|---|---|---|
| RUN0 mode | FIRC-16MHz | On | 0.6 | | 0.6 |
| | FOSC-8Mhz | On | 1.78 | | 1.78 |
| | PLL | On | 0.0303 * fsys | | 0.4848 |
| | CFLASH | Normal | **Low Power** | **Normal** | 7.22 |
| | | | 0.89 | 7.22 | |
| | DFLASH | Power Down | **Low Power** | **Normal** | 4.29 |
| | | | 0.6 | 4.29 | |
| | MVREG | Always On | 1.06 | | 1.06 |
| | Platform + PD0 | | 0.4434 * fsys + 0.7765 | | 7.8709 |
| | **Total conso evaluated** | | | | **23.3057** |
| | **Total conso measured** | | | | **23.51** |

## 3.2 Low Power modes

Following tables show how to calculate low power modes (HALT/STOP/STANDBY) consumption respectively, summing the contributions of each module

### 3.2.1 HALT consumption

This table shows modules consumption contributions in HALT mode:

**Table 10. HALT mode consumption table**

| | IP | conso(mA) | |
|---|---|---|---|
| HALT mode | FIRC-16MHz | 0.6 | |
| | FOSC-6MHz | 1.78 | |
| | PLL | mA = 0.0303 * MHz | |
| | CFLASH | Low Power | Normal |
| | | 0.89 | 7.22 |
| | DFLASH | Low Power | Normal |
| | | 0.6 | 4.29 |
| | MVREG | 1.06 | |
| | PD0(1)(always on) | mA = 0.0668 * MHz + 0.5791 | |
| | PDI(2) | mA = 0.2092 * MHz + 0.077 | |

1. Core/Platform + Power Domain 0 (always On) consumption
2. Consumption of Power Domain 1 that depends on the system clock (divided or not) provided to the pheripherals

So, the HALT lowest consumption is 1.21 mA obtained with following configuration:

- FIRC on $\rightarrow$ 0.6 mA
- sysclk = FIRC/32 $\rightarrow$ PD0 conso = 0.0668 * 0.5 + 0.5791
- all others modules/peripherals off

As an example, consider following HALT mode configuration with fsys = 64 MHz and all peripherals clocked at 32 MHz

**Table 11. HALT mode consumption example**

| | IP | Status | Formula(mA) | | Conso(mA) |
|---|---|---|---|---|---|
| HALT mode | FIRC-16MHz | On | 0.6 | | 0.6 |
| | FOSC-6MHz | On | 1.78 | | 1.78 |
| | PLL | On | 0.0303 * fsys | | 1.9392 |
| | CFLASH | Normal | Low Power | Normal | 7.22 |
| | | | 0.89 | 7.22 | |
| | DFLASH | Power Down | Low Power | Normal | 0 |
| | | | 0.6 | 4.29 | |
| | MVREG | On | 1.06 | | 1.06 |
| | PD0(1) (always on) | On | mA = 0.0668*64 + 0.5791 | | 4.8543 |
| | PDI(2) | On | mA = 0.2092*32 + 0.077 | | 6.7714 |
| | **Total conso evaluated** | | | | **25.2249** |
| | **Total conso measured** | | | | **25.41** |

1. Core/Platform + Power Domain 0 (always On) consumption
2. Consumption of Power Domain 1 that depends on the system clock (divided or not) provided to the pheripherals

### 3.2.2 STOP consumption

This table shows modules consumption contributions in STOP mode:

**Table 12. STOP mode consumption table**

| | IP | Conso (mA) | |
|---|---|---|---|
| STOP mode | FIRC-16MHz | 0.6 | |
| | FOSC-8MHz | 1.78 | |
| | PLL | Non onfigurable | |
| | CFLASH | Low Power | Normal |
| | | 0.89 | 7.22 |
| | DFLASH | Low Power | Normal |
| | | 0.6 | 4.29 |
| | MVREG | 1.06 | |
| | Power-Down output | 0.44 | |
| | PD0(1) | 0.0585*fsys + 0.2 | |
| | PD1(2) | 0.194*fsys + 0.1978 | |

1. Core/Platform + Power Domain 0 (always on consumption
2. Consumption of Power Domain 1 that depends on the system clock (divided or not) provided to the peripherals

So, the STOP lowest consumption is 0.2 mA obtained with following configuration:

- Sysclk off → PD0 conso = 0.2 mA
- all others modules/peripherals off

As an example, consider following STOP mode configuration with fsys = 8 MHz and all peripherals clocked at 2 MHz:

**Table 13. STOP mode consumption example**

| | IP | Status | Formula(mA) | | Conso(mA) |
|---|---|---|---|---|---|
| STOP mode | FIRC-16MHz | On | 0.6 | | 0.6 |
| | FOSC-8MHz | Off | 1.78 | | 0 |
| | PLL | Off | Non Configurable | | 0 |
| | CFLASH | Normal | Low Power | Normal | 7.22 |
| | | | 0.89 | 7.22 | |
| | DFLASH | Power down | Low Power | Normal | 0 |
| | | | 0.6 | 4.29 | |
| | MVREG | On | 1.06 | | 1.06 |
| | Power-Down Output | On | 0.44 | | 0 |
| | PD0(1) | | 0.0585*8 + 0.2 | | 0.668 |
| | PD1(2) | | 0.194*2 + 0.1978 | | 0.5858 |
| | **Total conso evaluated** | | | | **10.1338** |
| | **Total conso measured** | | | | **10.41** |

1. Core/Platform + Power Domain 0 (always on consumption

2. Consumption of Power Domain 1 that depends on the system clock (divided or not) provided to the peripherals

### 3.2.3 STANDBY consumption

This table shows modules consumption contributions in STANDBY mode:

**Table 14. STANDBY mode consumption table**

| | IP | conso (µA) |
|---|---|---|
| STANBY mode | FIRC-16MHz | 290 |
| | FOSC-8MHz | OFF (not config) |
| | PLL | OFF (not config) |
| | CFLASH | Power Down (not config) |
| | DFLASH | Power Down (not config) |
| | MVREG | OFF (not config) |
| | Power-Down output | ON (not config) |
| | PD0(1) | 21 (not config) |
| | PD1(2) | OFF (not config) |
| | SIRC-128KHz | 3 |
| | SRAM-24KB | 0.8 |

1. Core/Platform + Power Domain 0 (always on consumption
2. Consumption of Power Domain 1 that depends on the system clock (divided or not) provided to the peripherals

So, the STANDBY lowest consumption is 21 µA obtained with following configuration:

- PD0 conso = 0.2 mA
- FIRC,SIRC,SRAM-24K off

On the other hand, maximum consumption (FIRC,SIRC,SRAM-24K on) is 314.8 µA.

## 3.3 Peripherals

In order to evaluate peripheral consumption contributions measured on ballast voltage (IDD_BV), following table can be used that provides for all the main device peripherals, either dynamic or static consumption.

**Table 15. Peripherals consumption table**

| Symbol | | C | Parameter | Conditions | | Value Type | Unit |
|---|---|---|---|---|---|---|---|
| $I_{DD_BV(CAN)}$ | CC | T | CAN (FlexCAN) supply current on $V_{DD_BV}$ | 500 Kbps | Total (static + dynamic) consumption:<br>– FlexCAN in loop-back mode<br>– XTAL at 8 MHz used as CAN engine clocksource<br>– Message sending period is 580s | 8 * $f_{periph}$ + 85 | µA |
| | | | | 125Kbps | | 8 * $f_{periph}$ + 27 | |
| IDD_BV(eMIOS) | CC | T | eMIOS supply current on $V_{DD_BV}$ | Static consumption:<br>– eMIOS channel OFF<br>– Global prescaler enabled | | 29 * $f_{periph}$ | |
| | | | | Dynamic consumption:<br>– It does not change by varying the frequency (0.003 mA) | | 3 | |
| $I_{DD_BV(SCI)}$ | CC | T | SCI(LINFlex) supply current on $V_{DD_BV}$ | Total (static + dynamic) consumption:<br>– LIN mode<br>– Baudrate: 20 Kbps | | 5 * $f_{periph}$ + 31 | |
| $I_{DD_BV(SPI)}$ | CC | T | SPI(DSPI) supply current on $V_{DD_BV}$ | Ballast static condition (only clocked) | | 1 | |
| | | | | Ballast dynamic condition (continuous communication):<br>– Baudrate: 2 Mbit<br>– Transimmisio every 8 s<br>– Frame: 16 bits | | 16 * $f_{periph}$ | |
| $I_{DD_BV(ADC)}$ | CC | T | ADC supply current on $V_{DD_BV}$ | $V_{DD = 5.5V}$ | Ballast static consumption (no conservation) | 41 * $f_{periph}$ | µA |
| | | | | $V_{DD = 5.5V}$ | Ballast dynamic consumption (continuous conservation) | 5 * $f_{periph}$ | |
| $I_{DD_HV_ADC(ADC)}$ | CC | T | ADC supply current on $V_{DD_HV_ADC}$ | $V_{DD = 5.5V}$ | Analog static consumption (no conservation) | 2 * $f_{periph}$ | |
| | | | | $V_{DD = 5.5V}$ | Analog dynamic consumption (continuous conservation) | 75 * $f_{periph + 32}$ | |

## 3.4 Consumption example

So, to calculate the peripheral consumption refer to the following scenario:

- Fperiph = PLL at 32 MHz
- Fcan = XTAL at 8 MHz (to avoid PLL glitches)

Each peripheral is showed in the following table:

**Table 16. Peripherals consumption example**

| IP | Formula (µA) | Conso (mA) |
|---|---|---|
| 2 x CAN at 500 Kbps | 2 x (8 * Fcan + 85) | 0.234 |
| 4 x eMIOS PWM at 200 Hz | 29 * Fperiph + 3 | 0.931 |
| 4 x LIN at 20 Kbps | 4 x (5 * Fperiph + 31) | 0.764 |
| 3 x SPI at 2 Mbps | 3 x (16 * Fperiph) | 1.536 |
| 24 x ADC (continous conv.) | 46 * Fperiph | 1.472 |
| Total peripherals conso | | 4.937 |

# 4 Revision history

Table 17. Document revision history

| Date | Revision | Changes |
|---|---|---|
| 17-Nov-2010 | 1 | Initial release. |

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